

REAL-TIME MULTI-RESOLUTION SHADOWS

ABSTRACT

A shadow is generated in a virtual three-dimensional space by adjusting a resolution of a 3D model, projecting
5 elements of the 3D model onto a surface in the virtual 3D space, and rendering a shadow having the adjusted resolution of the 3D model on the surface using the projected elements.

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FOIA b5, b7C, b7D